

Cycle WarriorsTM

ATTACHED PAPERS

* TABLE OF DIP SWITCH

* SCREEN OF THE MONITOR TV
FOR I/O TEST

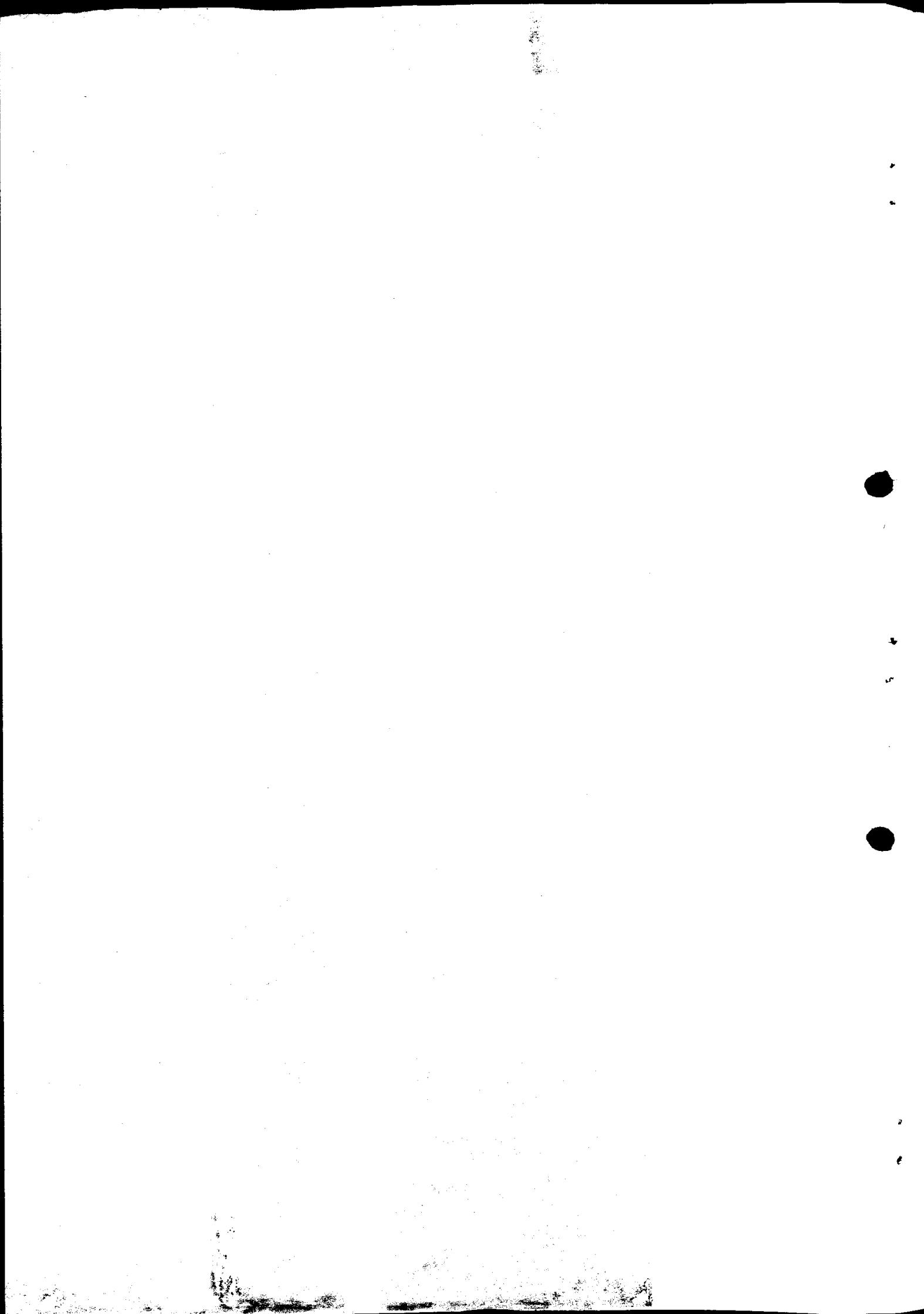
* "HOW TO PLAY" STICKER (SAMPLE)

* WIRING DIAGRAM



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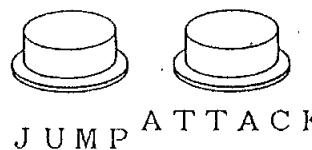
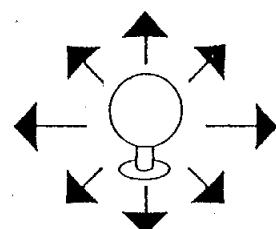
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Cycle WarriorsTM

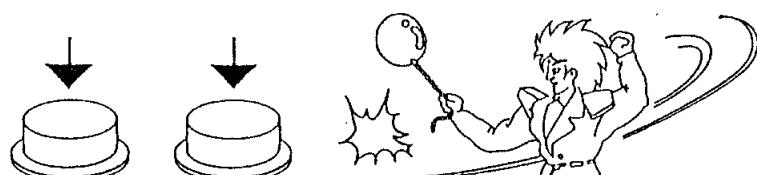
サイクル・ウォリアーズ

CONTROL



SPECIAL ATTACK

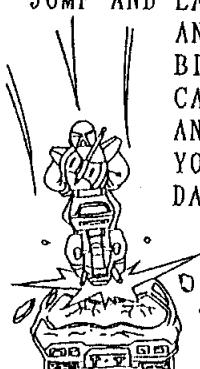
PUSH BOTH BUTTONS SIMULTANEOUSLY TO GET RID OF THE ENEMY IN ONE CLEAN SWEEP.



JUMP

ATTACK

JUMP AND LAND ABOVE AN ENEMY'S BIKE OR CAR ETC..., AND YOU CAN DAMAGE THEM.

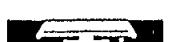


REDEEMER

TOUCH A REDEEMER APPEARING DURING "MUNCH TIME!" AND YOUR DAMAGE WILL BE REPAIRED. BY ALL MEANS PLEASE NEVER ATTACK A REDEEMER.

MUNCH
TIME!

決して攻撃はしないでください。

 TATSUMI

C Y C L E W A R R I O R S

1 . TYPES OF CABINETS USABLE FOR 'CYCLE WARRIORS'

There are 4 different types of cabinets for CYCLE WARRIORS.

When you prepare the wiring harness, which should differ from type to type, please refer to the following diagrams:

FIG. 1-1
FIG. 2-1
FIG. 3-1
FIG. 4-1 & 4-2

(4-PLAYER MACHINE)
(3-PLAYER MACHINE)
(2-PLAYER MACHINE)
(2 X 2 PLAYER MACHINES IN A LINK-UP)

The programs should be adjusted through dip switch setting, and information pertaining to adjustment is mentioned in the chapter 2 of this instruction manual.

2 . D I P S W

There are three dip switches (sw1, sw2, sw3) on the PCB. Game option and game price are changeable by these switches. Please after changing switches confirm the switch states on the I/O TEST MODE screen of the monitor TV.

It is possible to be set up into I/O TEST MODE by the dip sw3 (refer to the TABLE 3), and also to come to the GAME MODE by putting the power on after setting dip sw3 to the GAME MODE.

Please change the switches after shutting off power.

D I P S W 1		1	2	3	4	5	6	7	8
C O I N 1	1 COIN 1 CREDIT	OFF	OFF	OFF	OFF				
	1 COIN 2 CREDITS	ON	OFF	OFF	OFF				
	1 COIN 3 CREDITS	OFF	ON	OFF	OFF				
	1 COIN 4 CREDITS	ON	ON	OFF	OFF				
	1 COIN 5 CREDITS	OFF	OFF	ON	OFF				
	1 COIN 6 CREDITS	ON	OFF	ON	OFF				
	1 COIN 7 CREDITS	OFF	ON	ON	OFF				
	2 COINS 1 CREDIT	ON	ON	ON	OFF				
	2 COINS 3 CREDITS	OFF	OFF	OFF	ON				
	2 COINS 5 CREDITS	ON	OFF	OFF	ON				
	3 COINS 1 CREDIT	OFF	ON	OFF	ON				
	3 COINS 2 CREDITS	ON	ON	OFF	ON				
	3 COINS 4 CREDITS	OFF	OFF	ON	ON				
	4 COINS 1 CREDIT	ON	OFF	ON	ON				
	4 COINS 3 CREDITS	OFF	ON	ON	ON				
	5 COINS 1 CREDIT	ON	ON	ON	ON				

T A B L E 1

* 'PLAYER SELECT' IS 'SELECT SW' ONLY.

DIP SW 1		1	2	3	4	5	6	7	8
COIN 2	1 COIN 1 CREDIT					OFF	OFF	OFF	OFF
	1 COIN 2 CREDITS					ON	OFF	OFF	OFF
	1 COIN 3 CREDITS					OFF	ON	OFF	OFF
	1 COIN 4 CREDITS					ON	ON	OFF	OFF
	1 COIN 5 CREDITS					OFF	OFF	ON	OFF
	1 COIN 6 CREDITS					ON	OFF	ON	OFF
	1 COIN 7 CREDITS					OFF	ON	ON	OFF
	2 COINS 1 CREDIT					ON	ON	ON	OFF
	2 COINS 3 CREDITS					OFF	OFF	OFF	ON
	2 COINS 5 CREDITS					ON	OFF	OFF	ON
	3 COINS 1 CREDIT					OFF	ON	OFF	ON
	3 COINS 2 CREDITS					ON	ON	OFF	ON
	3 COINS 4 CREDITS					OFF	OFF	ON	ON
	4 COINS 1 CREDIT					ON	OFF	ON	ON
	5 COINS 1 CREDIT					OFF	ON	ON	ON
	6 COINS 1 CREDIT					ON	ON	ON	ON

T A B L E 2

DIP SW 2		1	2	3	4	5	6	7	8
THE NUMBER OF PLAYER'S LIFE	1	OFF	OFF						
	2	ON	OFF						
	3	OFF	ON						
	5	ON	ON						
				OFF					
				--					
MACHINE TYPE	4 PLAYERS				OFF	OFF			
	3 PLAYERS				ON	OFF			
	2 PLAYERS				OFF	ON			
					--	--			
DIFFICULTY OF THE GAME	NORMAL						OFF	OFF	
	EASY						ON	OFF	
	DIFFICULT						OFF	ON	
	VERY DIFFICULT						ON	ON	
SOUND IN ATTRACTIVE MODE	ATTRACTIVE SOUND OFF								OFF
	ATTRACTIVE SOUND ON								ON

T A B L E 3

D I P S W 3		1	2	3	4
		OFF			
		--			
PLAYER SELECT	COIN SLOT		OFF		
	SELECT SW		ON		
CHANGE OF MODE	GAME MODE			OFF	
	I/O TEST MODE			ON	
					OFF
					--

T A B L E 4

'PLAYER SELECT' should be set to 'COIN SLOT' in case of identifying the player who has inserted coins by the coin slot, and should be set to 'SELECT SW' in case of identifying the player by select switch(or start switch).

SCREEN OF I/O TEST MODE

COIN1	0	COIN2	0	COIN3	0	COIN4	0
SERV1	0	SERV2	0	SERV3	0	SERV4	0

	1UP ..	2UP ..	3UP ..	4UP ..
LEVER	OFF	OFF	OFF	OFF
JUMP	OFF	OFF	OFF	OFF
ATTACK	OFF	OFF	OFF	OFF
SELECT	OFF	OFF	OFF	OFF

COIN1	1 COIN	1 CREDIT	SW1
			87654321
COIN2	1 COIN	1 CREDIT	00000000

PLAYER'S LIFE	1	SW2
		87654321
MACHINE TYPE	4 PLAYERS	00000000
GAME DIFFICULTY	NORMAL	
ATTRACTIVE SOUND	OFF	SW3
PLAYER SELECT	COIN SLOT	87654321
		0000

SW1, SW2, and SW3 display the states of dip switches.
Value '1' is 'ON' state, and '0' is 'OFF' state.

3. WIRING HARNESS

3 - 1 4-PLAYER MACHINE

Attached (FIG. 1-1) shows the wiring harness for use with a 4-player cabinet.

In case a machine has only one slot, if "START" buttons(numbered 1, 2, 3, 4) are fitted for individual players, then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.

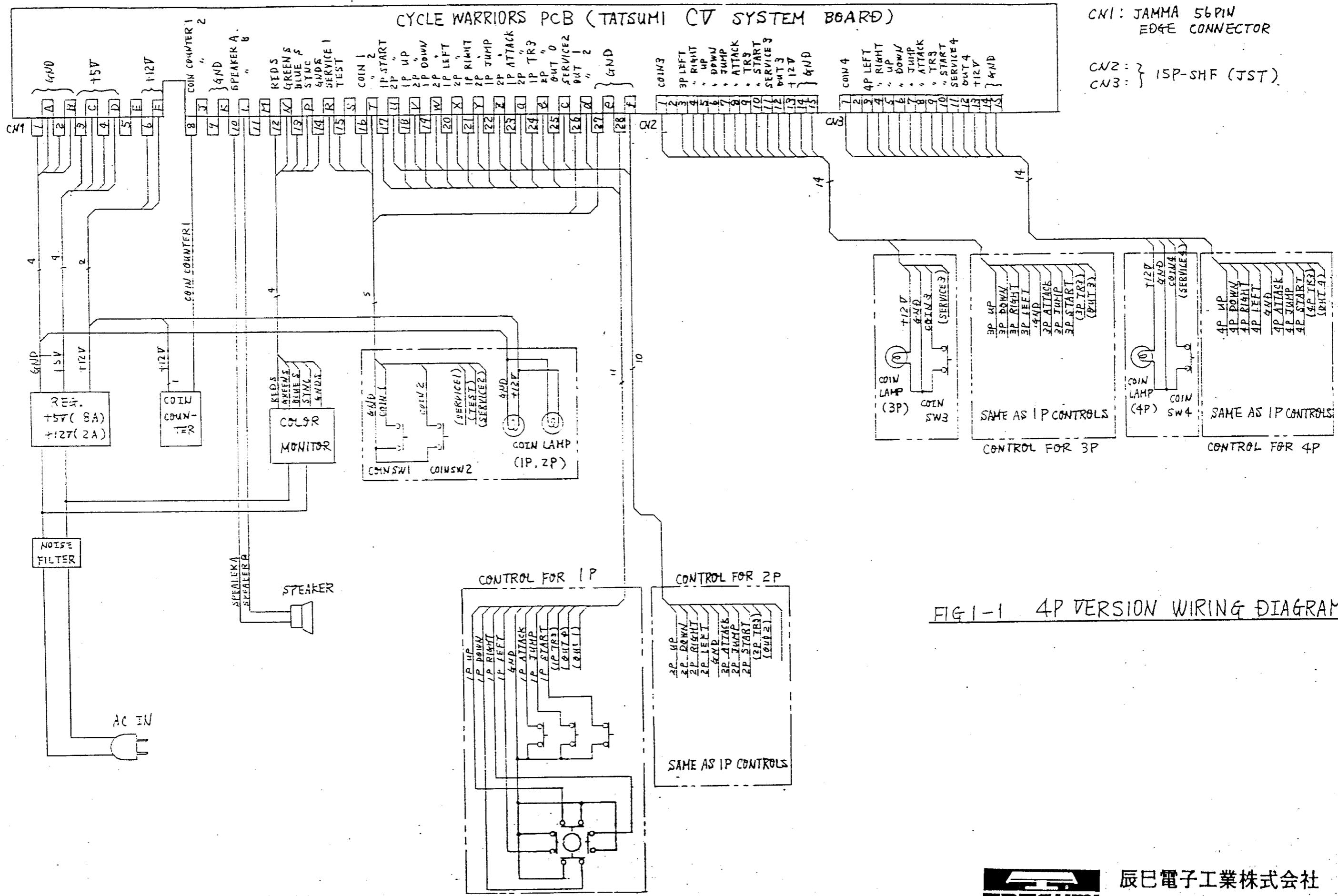


FIG 1-1 4P VERSION WIRING DIAGRAM

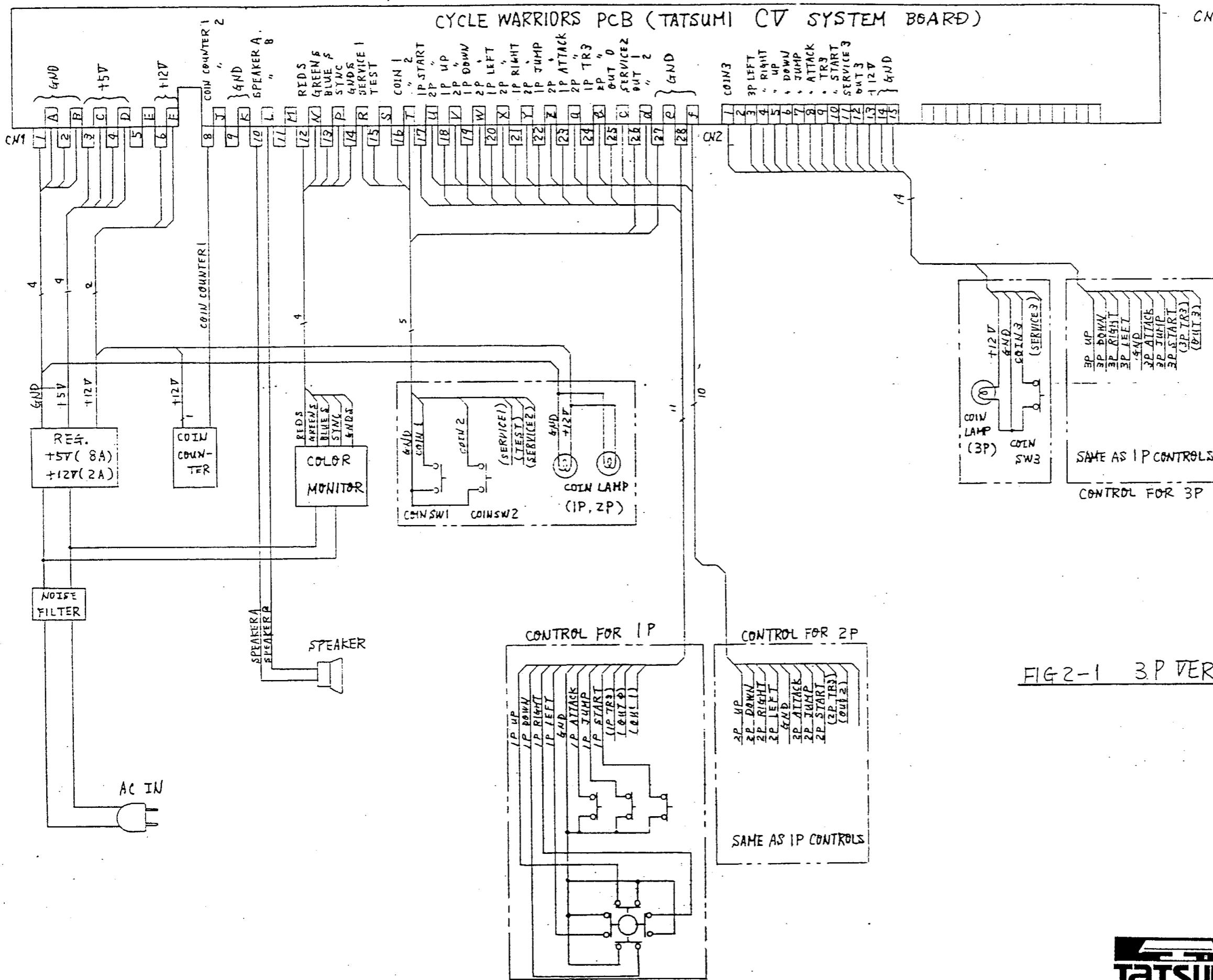


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3 - 2 3-PLAYER MACHINE

Attached (FIG. 2-1) shows the wiring harness for use with a 3-player cabinet.

In case a machine has only one slot, if "START" buttons(numbered 1, 2, 3) are fitted for individual players, then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.



CN1: JAMMA 56 PIN
EDGE CONNECTOR

CN2: 15P-SHF (JST)

FIG 2-1 3P VERSION WIRING DIAGRAM

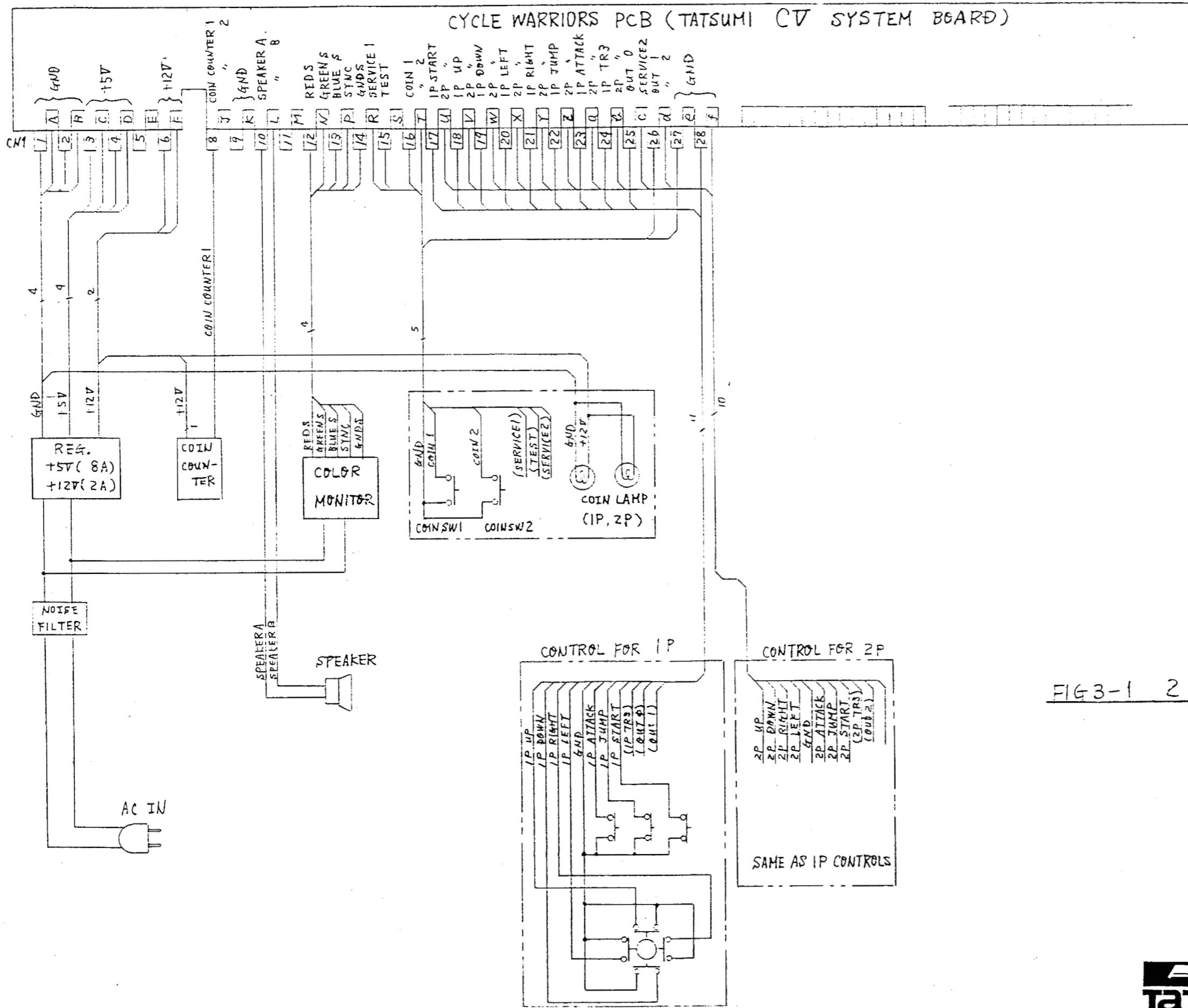


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3-3 2-PLAYER MACHINE

Attached (FIG. 3-1) shows the wiring harness for use with a 2-player cabinet.

In case a machine has only one slot, if "START" buttons (numbered 1, 2) are fitted for individual players, then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.



CN1: JAMMA 56 PIN
EDGE CONNECTOR

FIG 3-1 2P VERSION WIRING DIAGRAM

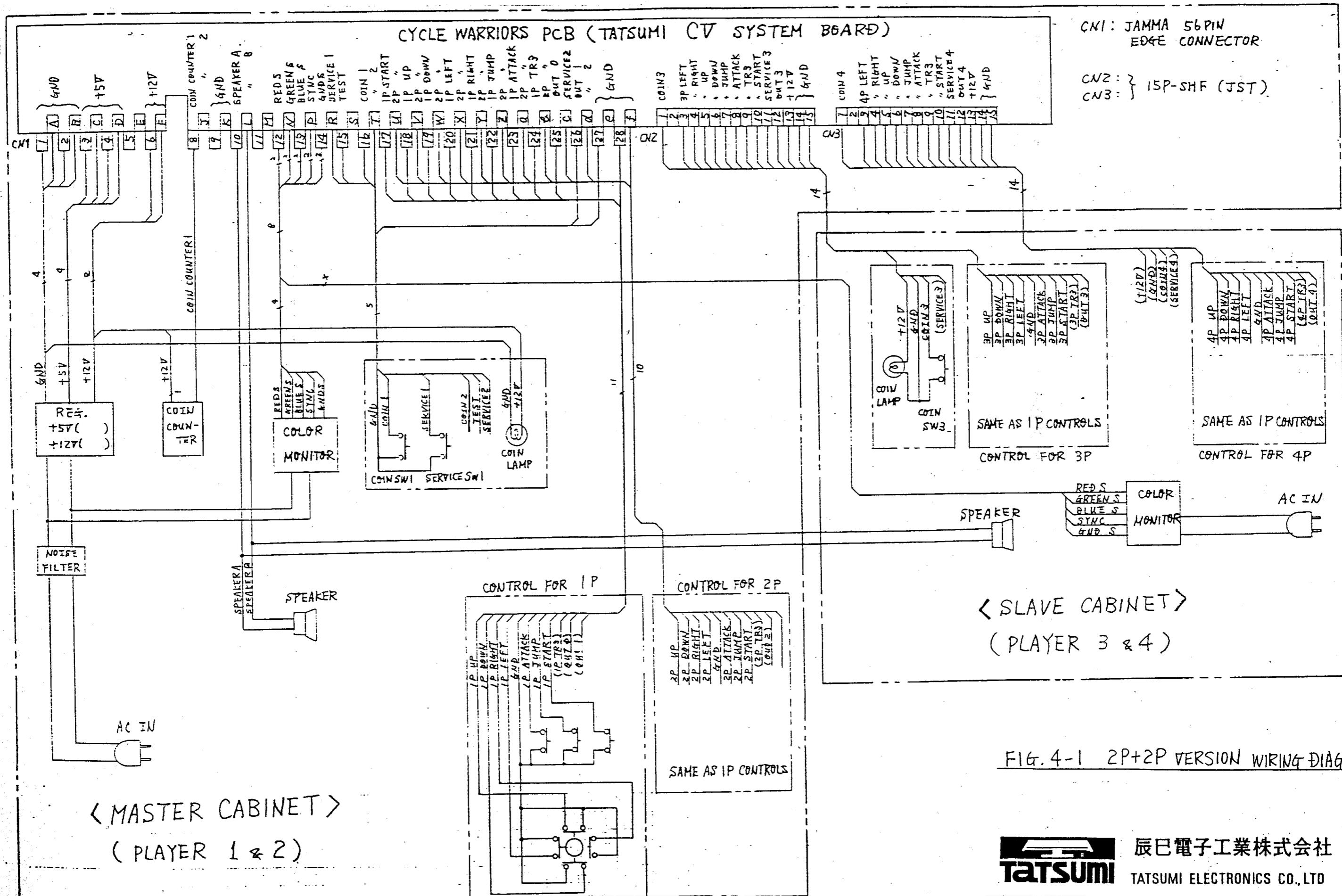


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3 - 4 2 x 2 PLAYER MACHINES IN A LINK-UP

Attached (FIG. 4-1) shows the wiring harness for use with 2 players in a machine link up.

Please also refer to (FIG. 4-2) the wiring diagram for linking two machines together, and fit "START" buttons(numbered 1, 2, 3, 4)for individual players. Then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.



CNI: JAMMA 56 PIN
EDGE CONNECTOR

CN2 : } CN3 : } 15P-SHF (JST).

FIG. 4-1 2P+2P VERSION WIRING DIAGRAM

<MASTER CABINET>

(PLAYER 1 & 2)

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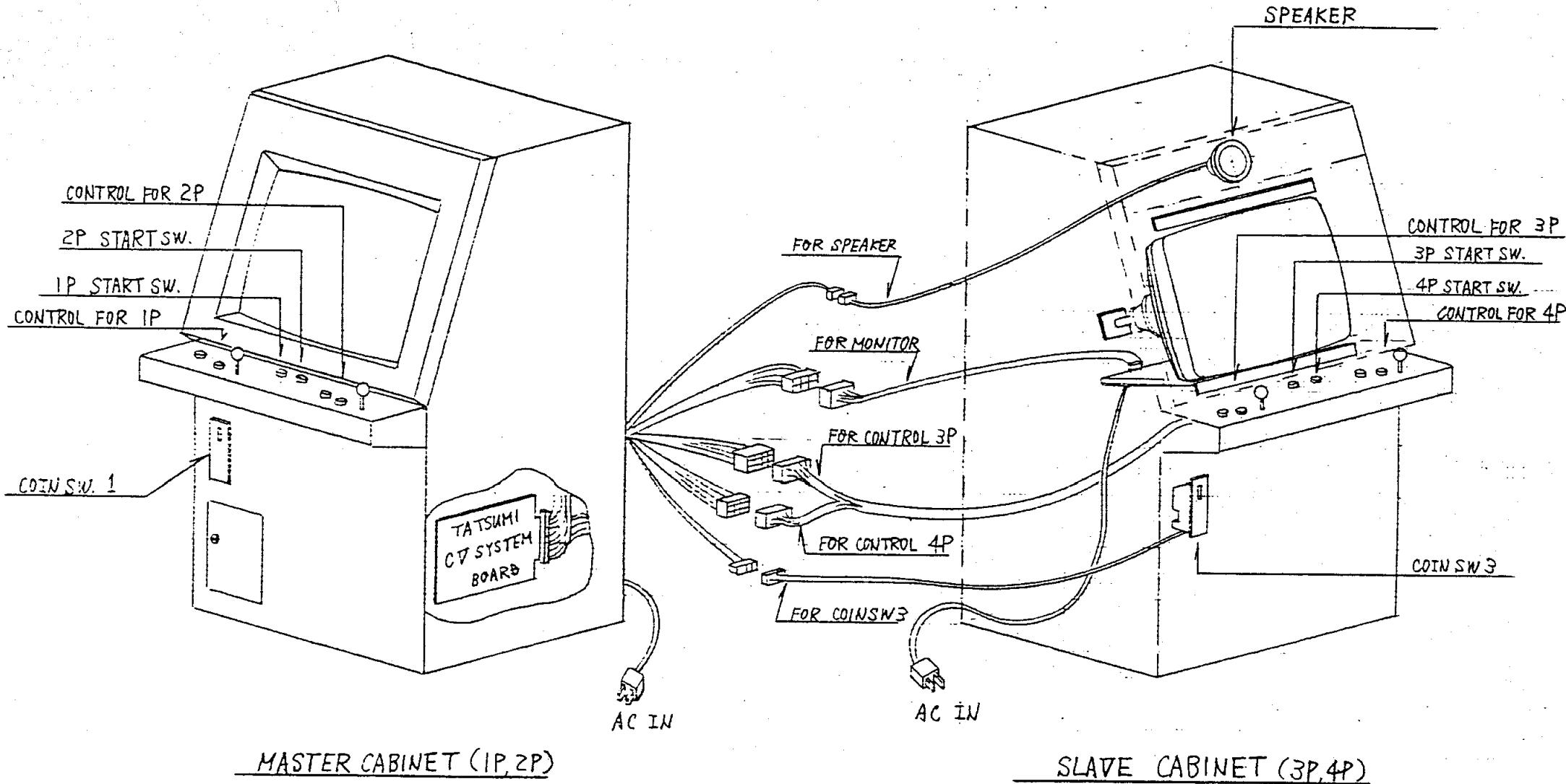


FIG. 4-2



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CONNECTOR 1		(JAMMA)		56PIN CARD EDGE CON. (TOP CR7E-56DA-3.96E#)
SOLDER SIDE		PARTS SIDE		
GND	A	1	GND	
GND	B	2	GND	
+5V	C	3	+5V	
+5V	D	4	+5V	
N.C.	E	5	N.C.	
+12V	F	6	+12V	
	H	7		
CNT2	J	8	CNT1	
GND	K	9	GND	
SPB	L	10	SPA	
N.C.	M	11	N.C.	
GS	N	12	RS	
SYNC	P	13	BS	
1PST	R	14	GNDS	
N.C.	S	15	TEST	
2P COIN	T	16	1P COIN	
2P START	U	17	1P START	
2P UP	V	18	1P UP	
2P DOWN	W	19	1P DOWN	
2P LEFT	X	20	1P LEFT	
2P RIGHT	Y	21	1P RIGHT	
JUMP	Z	22	1PTR1	JUMP
ATTACK	Q	23	1PTR2	ATTACK
2PTR3	8	24	1PTR3	
2PSV	C	25	OUT&	
OUT2	d	26	OUT1	
GND	e	27	GND	
GND	f	28	GND	

FOR 3 PLAYER

CONNECTOR 2 (B15P-SHF-1AA)		
1	3P COIN	
2	N.C.	
3	3P LEFT	
4	3P RIGHT	
5	3P UP	
6	3P DOWN	
7	3PTR1	JUMP
8	3PTR2	ATTACK
9	3PTR3	
10	3P START	
11	3P SV	
12	OUT3	
13	+12V	
14	GNDD	
15	GNDD	

FOR 4 PLAYER

CONNECTOR 3 (B15P-SHF-1AA)		
1	4P COIN	
2	N.C.	
3	4P LEFT	
4	4P RIGHT	
5	4P UP	
6	4P DOWN	
7	4PTR1	JUMP
8	4PTR2	ATTACK
9	4PTR3	
10	4P START	
11	4P SV	
12	OUT4	
13	+12V	
14	GNDD	
15	GNDD	

FOR EXT. AMP.

CONNECTOR 4 (B4P-SHF-1AA)		
1	SLS	
2	SLG	
3	SRS	
4	SRG	

FIG.5 CONNECTOR DIAGRAM

